



Nate Bihldorff

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After graduating from the University of Pennsylvania with a bachelor's degree in English/Creative Writing in 1996, Nate Bihldorff headed west in search of large mountains on which to snowboard, and eventually found himself working on the bug-testing team for *The Legend of Zelda: Ocarina of Time*—an absolute dream job for someone who grew up with the original *Legend of Zelda* on the NES. With his foot firmly lodged in the door at Nintendo of America, he went on to write for Nintendo Power magazine for several years.

Bihldorff then joined the newly formed Localization group in 2001, and over the next two decades did the English writing for more than 50 games, including the first *Paper Mario* games, *Super Smash Bros. Melee*, and *The Legend of Zelda: The Wind Waker*. In 2019, Bihldorff became the Vice President of Product Development & Design, overseeing the Localization, Design, Ratings, and Evaluation groups in the Treehouse.

Bihldorff has a deep and abiding love for Nintendo franchises, and is currently splitting time between finding all of the Korok seeds in *The Legend of Zelda: Breath of the Wild* and collecting all of the Spirits in *Super Smash Bros. Ultimate*.